Grantville Master Plan

Stakeholders Committee Meeting
January 10, 2011

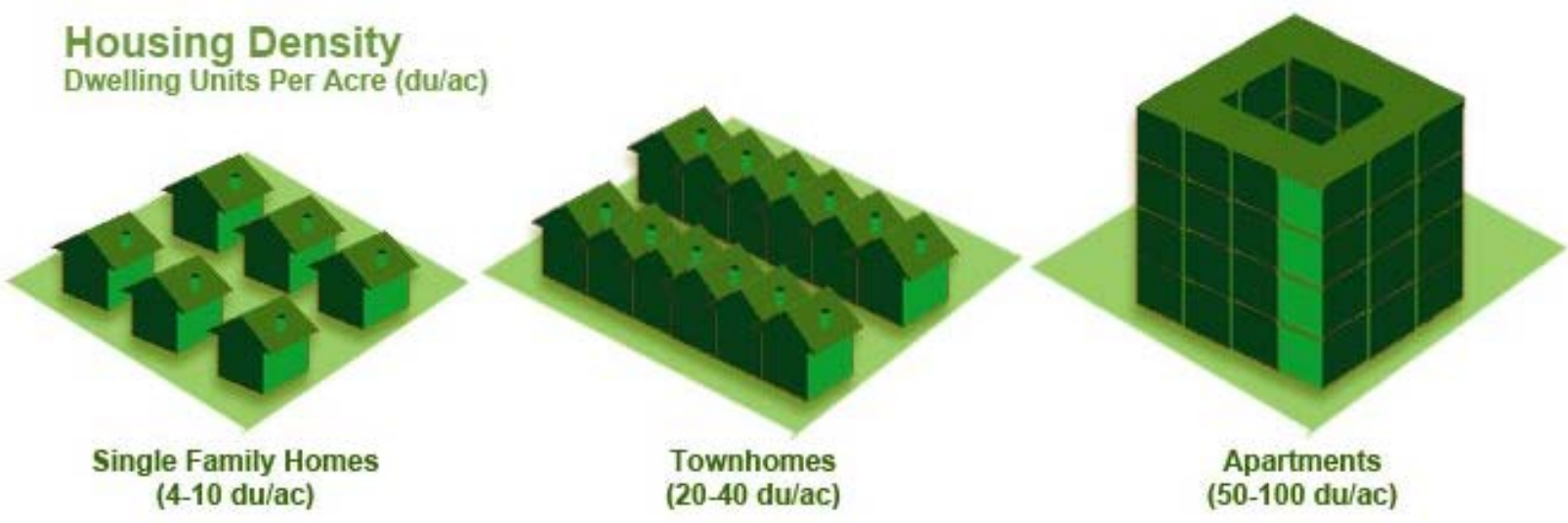
Tonight's Agenda

1. Welcome & Introductions
2. Non-Agenda Public Comment
3. Old Business
4. New Business:
   - Alternative D Land Use Designations
   - Population Based Park Standards
   - GSC Comment Letter on Draft San Diego River Park Master Plan
5. Next Meeting Dates & Preliminary Agenda Items
6. Adjournment

What is Density?

Density is used for residential land uses and controls the maximum number of dwelling units on a lot.

Density is calculated by determining the number of dwelling units per acre (du/ac). For example, 10 dwelling units occupying 1 acre of land is 10 du/ac.



What is Floor Area Ratio (FAR)?

Floor Area Ratio = Building Area / Land Area

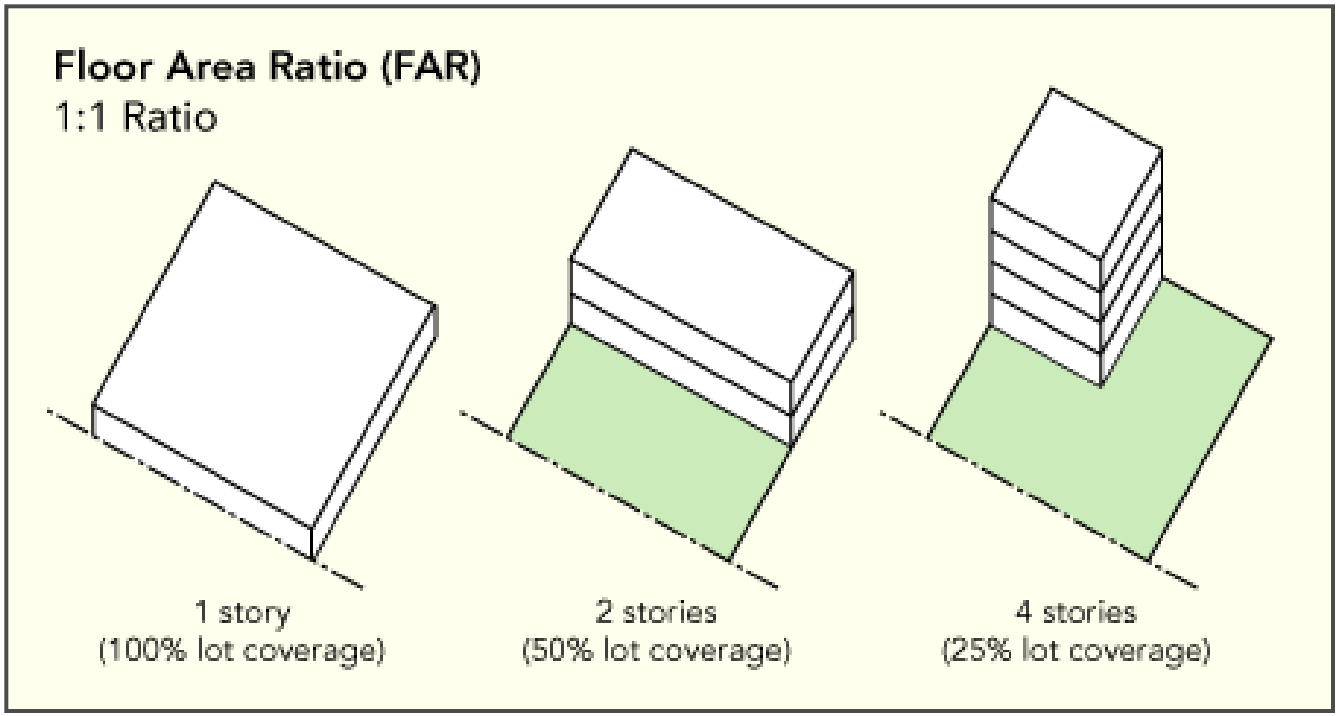
FAR controls the maximum floor area (square footage) allowed on a lot, regardless of the number of stories in the building

Building requirements that must be factored in include:

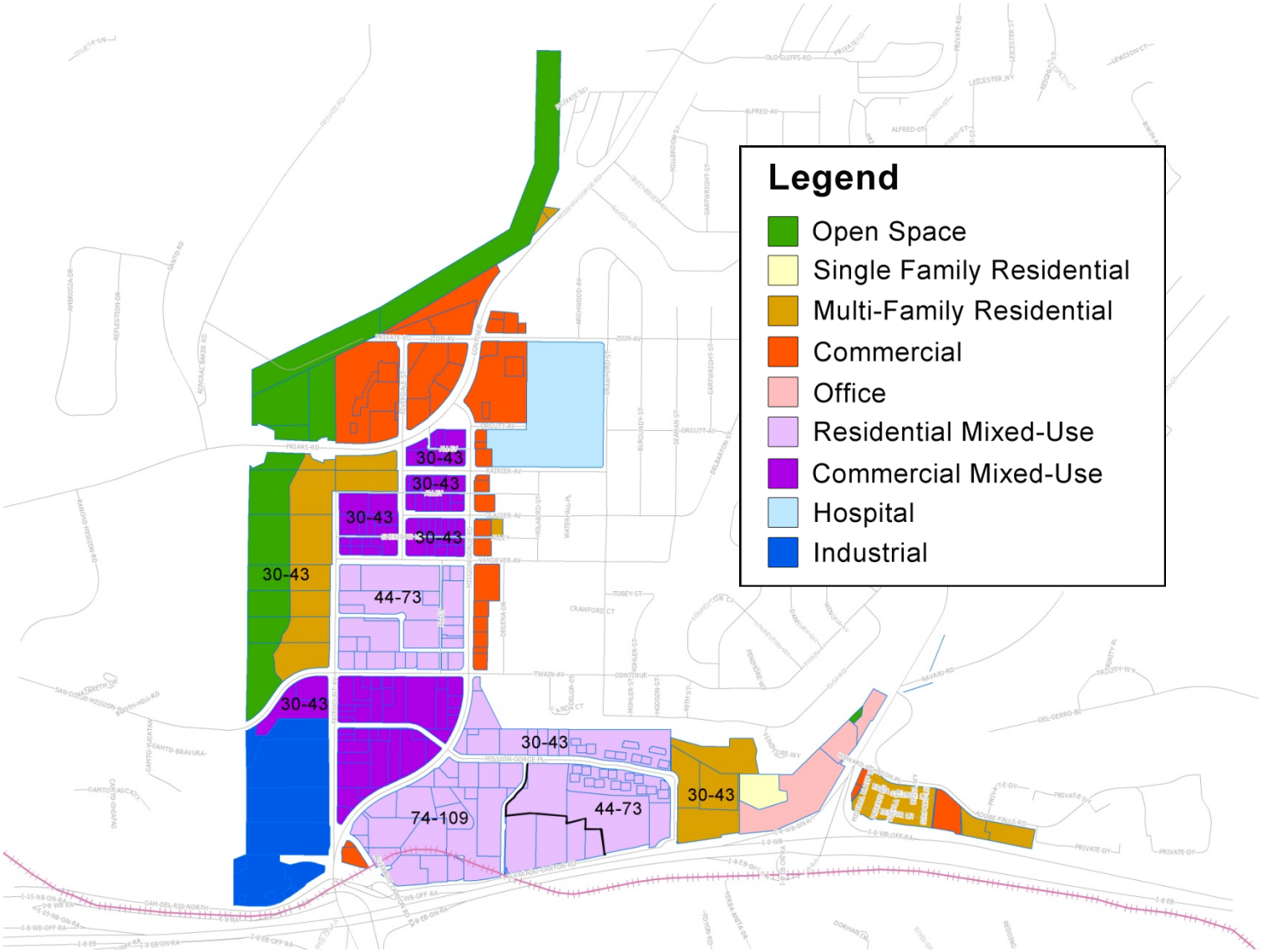
- Setbacks
- Height
- Lot coverage

Floor Area Ratio (FAR) Examples

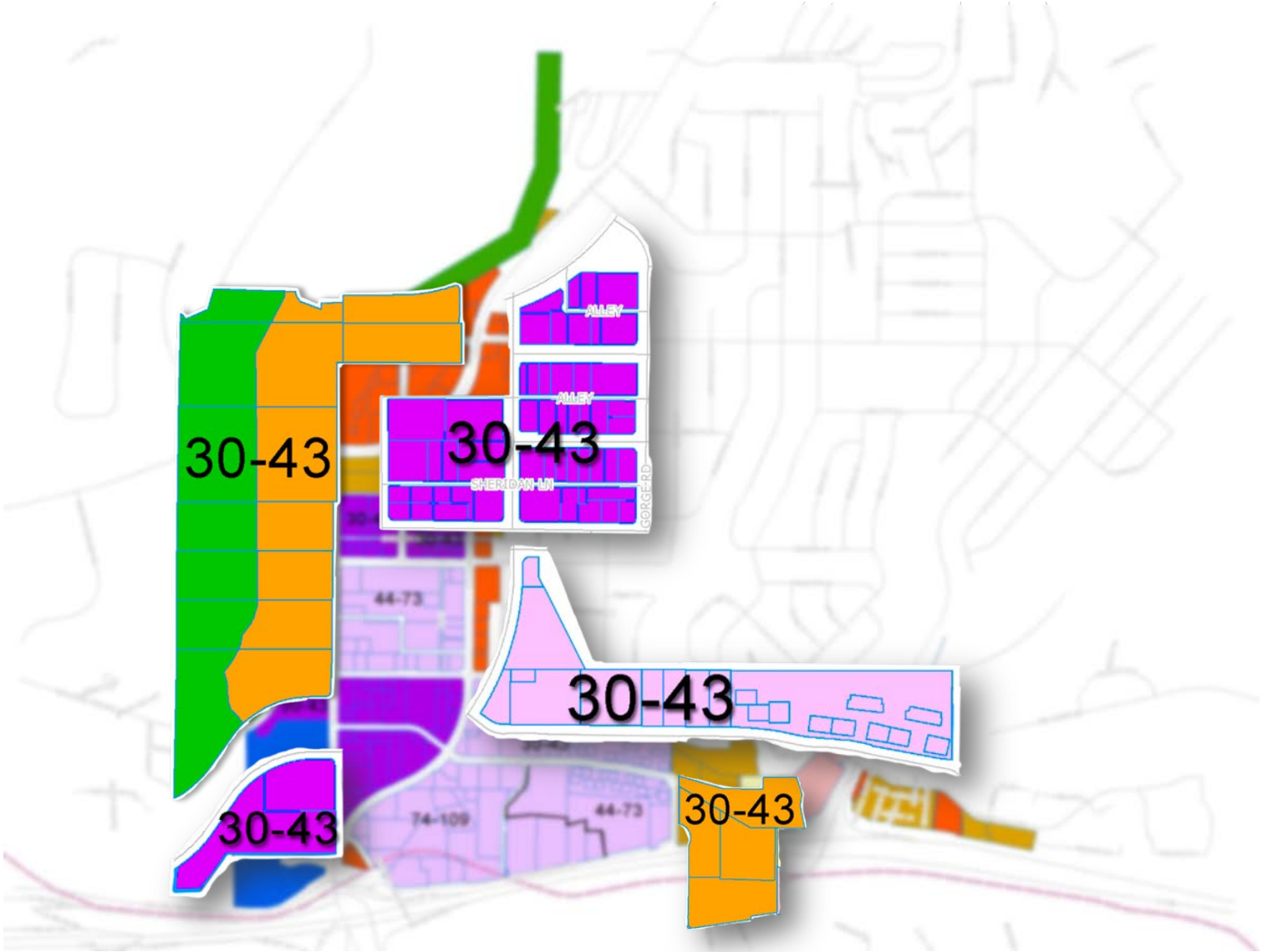
With a FAR of 1:1, a building could be 10,000 on one floor, 5,000 square feet per floor on two floors, or 2,500 square feet per floor on four floors.



Density Examples for Grantville



Examples: 30-43 du/ac



Examples: 30-43 du/ac

Kensington Lofts (38 du/ac)

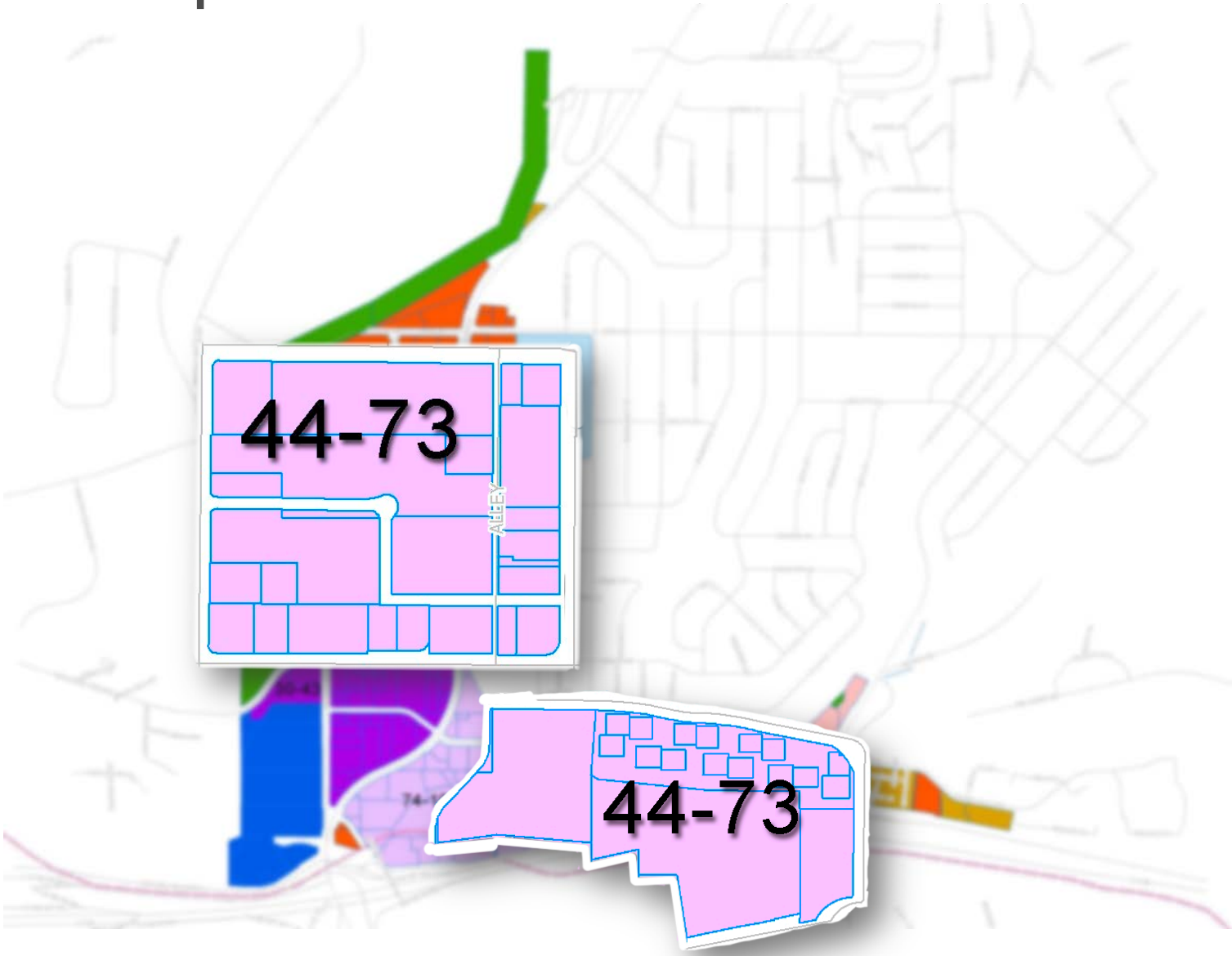
Examples: 30-43 du/ac

Little Italy (35 du/ac)

Examples: 30-43 du/ac

Escondido (41 du/ac)

Examples: 44-73 du/ac



Examples: 44-73 du/ac

Mission Florence (53 du/ac)

Examples: 44-73 du/ac

Paseo De Mission Hills (52 du/ac)

Examples: 44-73 du/ac

Paseo De Mission Hills (52 du/ac)

Examples: 44-73 du/ac

Cairo Apartments (58 du/ac)

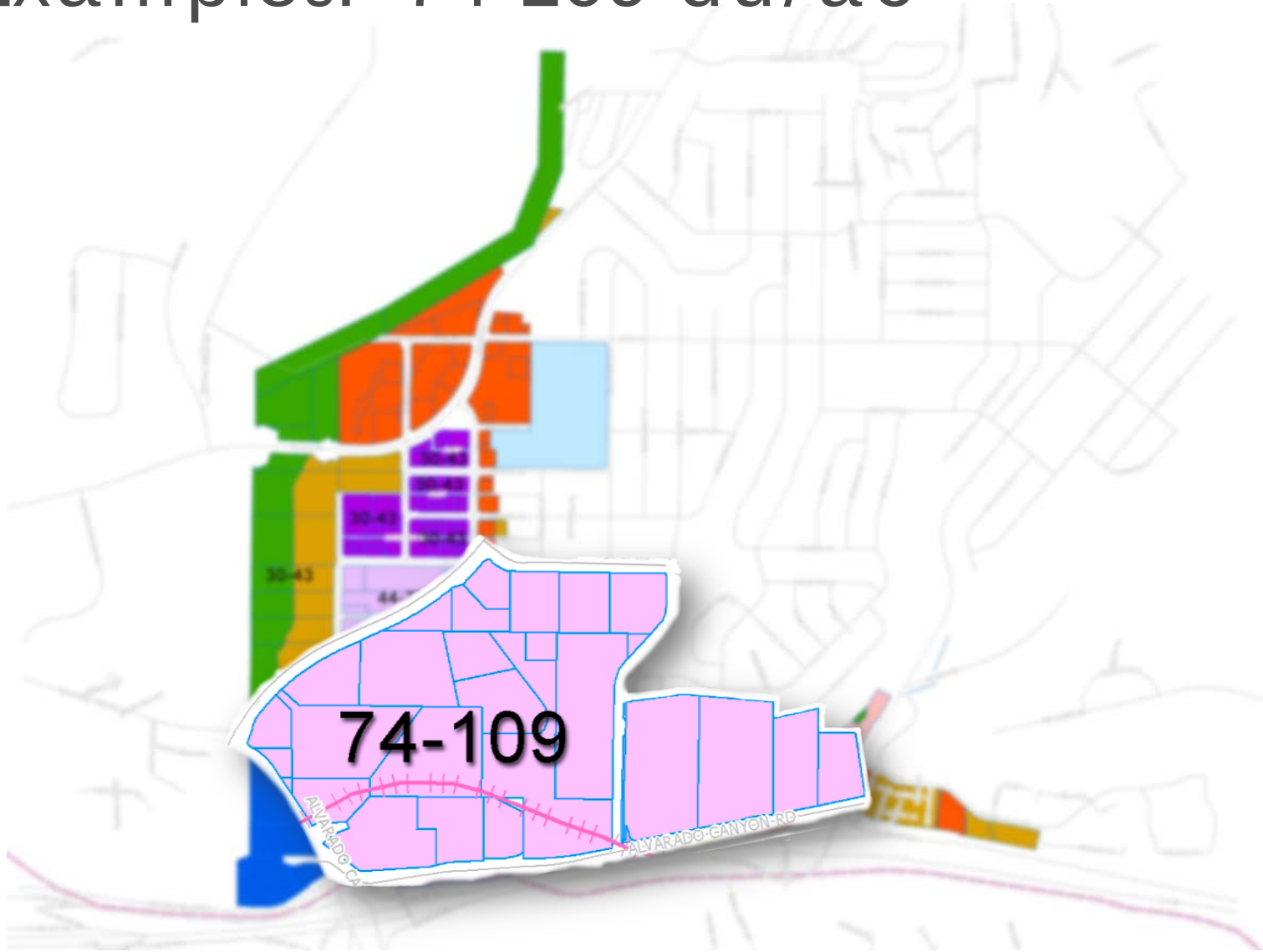
Examples: 44-73 du/ac

Mission Hills Commons (61 du/ac) –
Mixed Use Portion

Examples: 44-73 du/ac

Mission Hills Commons (61 du/ac) – Residential Portion

Examples: 74-109 du/ac



Examples: 74-109 du/ac

Atlas (90 du/ac)

Examples: 74-109 du/ac

Atlas (90 du/ac)

Examples: 74-109 du/ac

Atlas (90 du/ac)

Examples: 74-109 du/ac

Deca at Park and Robinson (100 du/ac)

Examples: 74-109 du/ac

Deca at Park and Robinson (100 du/ac)

Examples: 74-109 du/ac

The Egyptian (108 du/ac)

Examples: 74-109 du/ac

La Boheme (109 du/ac)

Examples: 74-109 du/ac

La Boheme (109 du/ac)

Examples: 74-109 du/ac

La Boheme (109 du/ac)

Transit-Oriented Development (TOD)

- TOD is development designed to maximize access by transit and non-motorized transportation to encourage transit ridership.
- A typical TOD has a rail or bus station at its center, surrounded by relatively high-density development, with progressively lower-density spreading outwards one-quarter to one-half mile, which represents pedestrian scale distances.
- It generally includes a mix of residential, employment, service, and shopping opportunities.
- TOD is designed for pedestrians without excluding the auto.
- It can be new construction or redevelopment of one or more buildings whose design and orientation facilitate transit use.

Typical TOD Design features:

- Grid street pattern for connectivity, efficiency, and traffic calming
- Transit stops and/or stations featuring comfortable and secure waiting areas, venders selling refreshments and periodicals, washrooms, and signage
- Higher residential densities and FARs
- Variety of multi-family housing types
- Office, retail, and other commercial and service uses, particularly on main streets and at street level
- Horizontal (side-by-side) and vertical (within the same building) mixed use
- Pedestrian- and bicycle-oriented design
- Limited surface parking and efficient parking management

Example: TOD @ Elevated Trolley Station

(SANDAG Visual Simulation of E-Street Trolley Station in Chula Vista)

Example of TOD

La Mesa Grossmont

Example of TOD

Morena Vista (25 du/ac)

TOD Considerations for Grantville

- Freeway noise
- Elevated trolley station
- Types of housing, such as for students
- Bicycle and automobile parking
- Connections to the surrounding area for all modes of transportation
- Proximity to SDSU, Mission Valley, San Diego River Park, and other amenities
- Appropriate mix of uses
- Parks, public spaces, and/or open space
- Public art
- Incentives versus requirements